

NEEDS FIXING FOR PRE-SUBMISSION

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IT ALL NEEDS DOING, MOST OF THESE ARE OBVIOUS GLITCHES OR TEST DATA / CURRENT DEBUG OPTIONS WHERE THERE MIGHT BE A PROBLEM I HAVE INCLUDED A COMMENT.....SG

Note: Text in *italics* is from previous doc.

FRONT END

General

- Needs code to work on a 'normal' grey PlayStation.
- Loading times are still too long in general. Also, loading bar tends to fill up long before loading is actually at an end – very annoying.
- FMV sequences need converting and inserting (see separate doc for positioning).
- Need LEGO Media and Data Design Interactive front ends (remember that LEGO Media logo anim cannot be skipped).

General Menu

- Drill bit indicator should book-end text, not just appear to left.
- Need background FMV – must check glow around LEGO Rock Raiders logo is green not yellow as in static **screen**.

Comment [SG1]: Page: 1
This is the official bitmap as received from Lego, if you have a more upto date version we will utilise it.

Language Select Menu

- Remove 'BACK' text and icon.

Main Menu

- Remove 'SELECT LANGUAGE' option.

Password Menu

- *Very unfriendly at the moment. Need some sort of 'Press START to enter password' prompt or similar. Any ideas?*
- *Actual Enter Password screen needs tidying up, with icons in corner of screen.*

Options Menu

- *CONTROLLER option needs tidying up a LOT – as you cycle through configurations, things are jumping about everywhere.*

- In CONTROLLER option, remove arrows and CHOOSE text at bottom of screen – instead, have arrows at side of screen, one on the left pointing left and one on the right pointing right, to indicate that you can cycle.
- In CONTROLLER option, text is bleeding off the edge of the screen.
- *Volume controls need to be made same as in-game volume controls, i.e. blocks.*

Select Mission Menu

- Need to remove number from after mission name.
- *SELECT LEVEL should say just SELECT.*
- Movement between missions is not intuitive – for example, if you're on Water Ways and press right I'd expect to go to Easy Pickings, not hop across to Rescue Mission.

Comment [SG2]: Page: 2
Right goes right, not up and right, up goes up. It is possible to change it to a variety of methods, but it is one of many preference things, that given time we could test, evaluate and choose, but unfortunately we haven't been given time for.

Mission Brief>Select Character Screen

- Lots of weird glitching on my screen!!
- Mission brief text doesn't appear (at least, not in my version it doesn't).
- Animation on Chief needs slowing down a bit.
- Medal requirements at the end of briefing should only show what's needed for the next medal in line, not all three.
- Medal requirements should be spaced out horizontally, not aligned vertically.
- Medal requirements should have the icon, then an 'x', then the number.
- Time should have the spinning clock before it (as on Win/Lose screen).
- Descriptive text for each Rock Raider is probably totally wrong – needs someone who knows what each RR's abilities are to write it.
- If you select JET, corruption appears at the bottom of the screen.

IN-GAME

General

- Should always have 'Press 'X' to start' menu box at start of mission, not just timed ones
- In the message windows the 'Select/Continue/etc' text and icon should be ranged to the right with the icon on the outer edge, as on every other menu screen.
- Heading bar at top of message windows needs widening a lot.
- Text in heading bars needs centering.
- Mission title shouldn't appear in top bar – it should appear in window. For example, when asked if you want to attempt this mission, heading should be 'RESTART MISSION'.
- Several vehicles are still in their upgraded form – need changing to basic.

Camera

- Sometimes camera doesn't zoom in when you get out of vehicle, e.g. Small Helicopter.
- When you get out of vehicle, it would be better if camera rotated to nearest 45deg angle rather than swirl around.

Radar

- Sometimes glowing 'locked-on' spiders continue glowing even if they go off-screen or off the edge of the radar.
- As camera rotates, north 'pointer' and blobs should rotate too.

Minifigures

- Because of Bandit's reduced speed, he now can't jump very far – in other words, he won't be able to jump a block of lava. This must be fixed.
- *All minifigs should be able to jump further – it's too pixel-perfect at the moment.*
- If you're in a vehicle and you hold down 'CROSS' it should brake and let you out – at the moment you have to release 'CROSS' to get out. Also, it doesn't work if you're reversing.
- If you try to drill while pushing into a wall, it won't let you drill – this is annoying.

Monsters & Obstacles

- Scorpions need a colour – not orange (like spiders) or red (like lobsters).
- *Scorpions should need three shots to remove, not four.*
- Lowest scorpion size is too small.
- At their biggest size, scorpions look 'pixelly'.
- When scorpions disappear, there should be a puff of smoke or something.
- As scorpions get smaller, their turning circle should get tighter to stop them just bumping into walls all the time.
- Slugs knock you too far – can lead to very unfair deaths in water or lava.
- *Rock Monsters shouldn't just explode – they should leave behind Baby Rock Monsters that run off.*
- *Web should need just three hits to get rid of it.*
- When monsters are incapacitated they shouldn't do damage to player, hold up vehicles or block weapon shots, i.e. it's like they're not **there**.

Comment [SG3]: Page: 3
Problems with collisions when they come back to life.

Tools

- Freezer Beam doesn't freeze things for long enough.
- Handheld Laser Beam doesn't seem to blast Hard **Rock**.
- *Shield Recharge icons look indistinct and messy.*
- *There doesn't seem to be a GeoScanner pick-up icon.*
- *Need three radar pick-ups: one (red) for monsters, one (green) for collectibles, one (yellow) for lost Rock Raiders.*

Comment [SG4]: Page: 3
It is less powerful, the PC version does not destroy hard rock.

Comment [SG5]: Page: 3
There isn't . It was added, to make viewing diggable rock easier, so to not have it, you are back with the problem of not knowing which rock is which!

- If a tool has no ammo, it shouldn't appear in the inventory

GeoScanner

- Need an icon to show how many times GeoScanner can be used.
- When GeoScanner is activated player loses control of character, the camera zooms out, stays on for 1-2 seconds, then the camera zooms back in and gives control back to player.

Comment [SG6]: Page: 4
We had the player not moving when the geoscan was activated, the zooming was Mr Upchurch's idea.

Buildings

- Picture of vehicle to be built in Teleport Station looks blocky and needs positioning more tidily.
- When you leave a building, it would be better if it deposited you where you entered rather than randomly – can lead to you being trapped behind buildings.
- If you get into a Teleport Pad and you haven't completed mission, should get a summary screen of what's required to get medal, i.e. if you're aiming for Bronze, icons summarising what's needed to achieve it (like at the end of the Mission Brief).

Comment [SG7]: Page: 4
It is a vehicle and uses the same code, it would take time to re-write.

Comment [SG8]: Page: 4
That would be nice given time to do it

Mission Incomplete! Screen

- Window is sometimes empty of text or text is wrong, e.g. if you run out of energy, you don't get the 'Out of Energy' text you get the general 'Failure' text.

Comment [SG9]: Page: 4
more specific menus would require more checks and time to do it.

Mission Successful! Screen

- Sometimes window disappears before you press 'CROSS'.

Pause Menu

- Needs 'programmer' options removing.
- 'Restart Level' should read 'Restart Mission' (note: this text doesn't seem to be in english.txt file).
- In Mission Brief option, Up and Down arrows should be lit if you can scroll up and down.
- In Mission Brief, need a 'BACK' text and icon (Triangle?).